



20

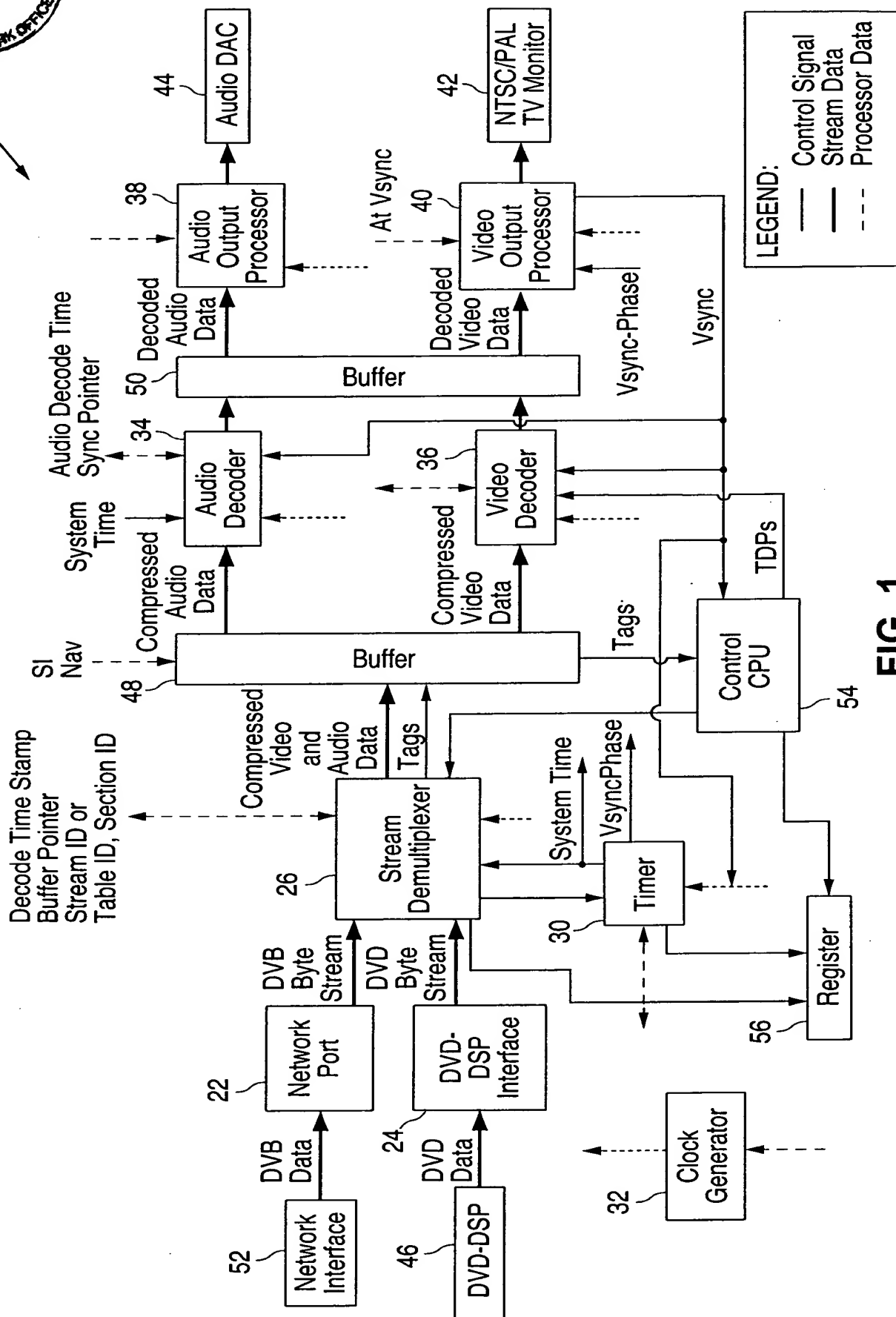
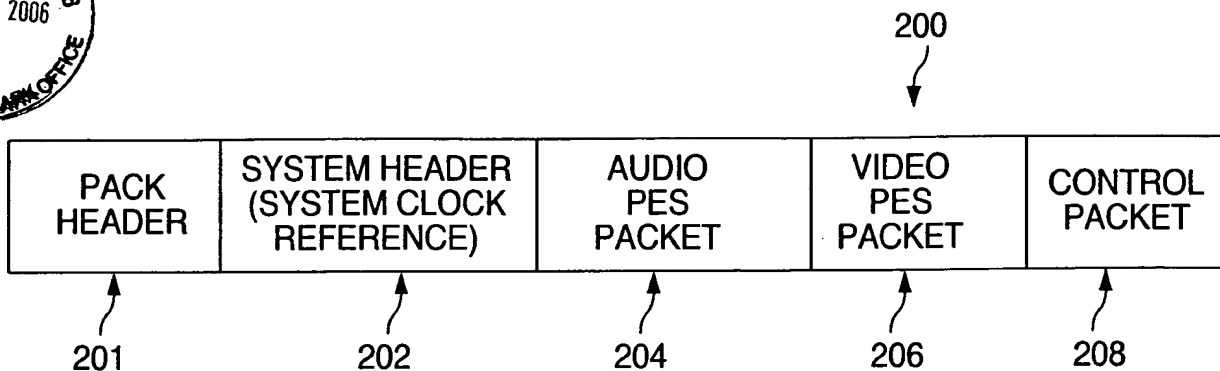


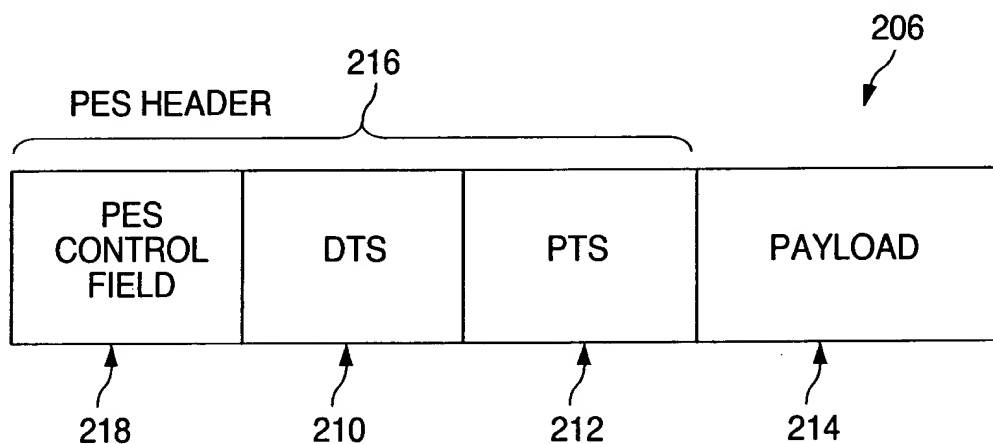
FIG. 1



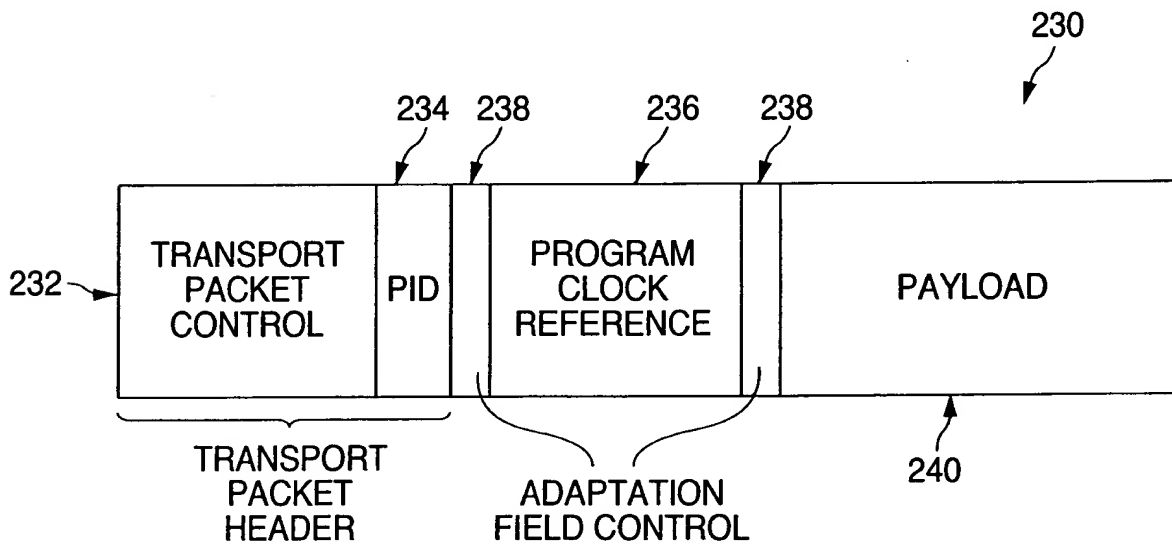
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**FIG. 2A**



**FIG. 2B**



**FIG. 2C**

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Format of Task Definition Packet

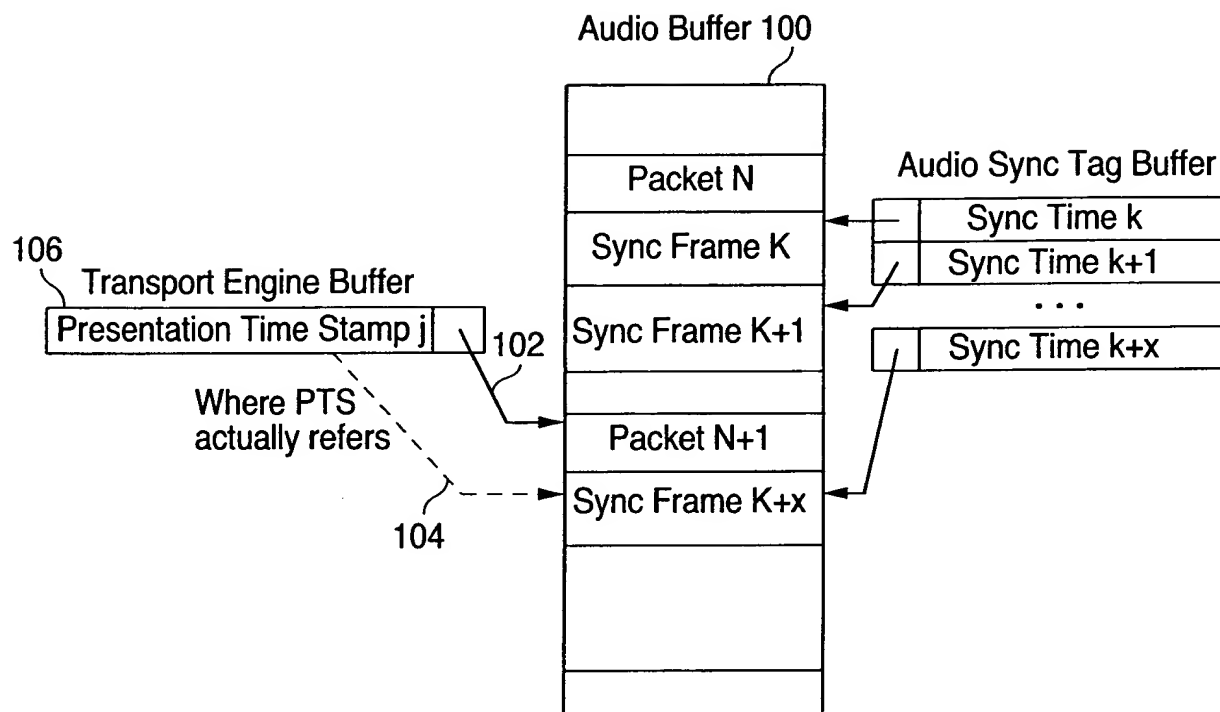
Word offset	Data [31:0]
0	Address of picture to be decoded
1	Picture size bits
2	Picture control and Fcode Register bits
3-34	Quantizer Matrix Coefficients
35-39	Reserved

FIG. 3

AUDIO SYNC WORD MESSAGE FORMAT

bits [31:20]	bits [19:10]	bits [9:0]
	SAMPRATE	NCHANS
	INBUF_LEVEL	LAYER
	FRM_SIZE	BITRATE
	OUTBUF_WR_PTR	
	INBUF_RD_PTR	
	FRM_NUMBER	
	STATUS	
	MSG_TYPE = 3	MSG_ID = 0x100 - 0x1FF

FIG. 4

**FIG. 5**

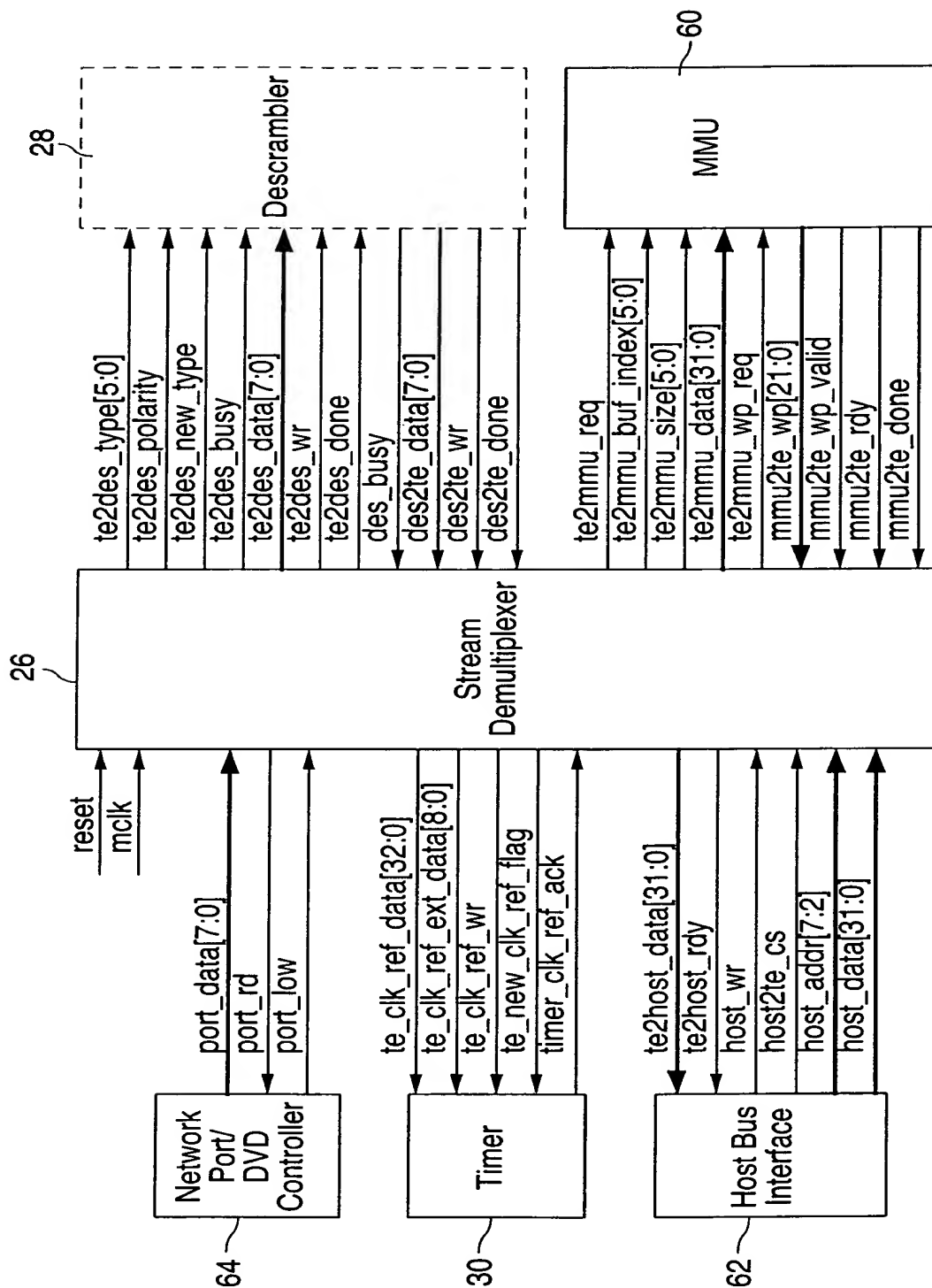


FIG. 6

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N	31:6	25		Reserved
	6:5	2	DTS	Valid DTS present 00 = no DTS 01 = DTS carried in PES 10 = DTS carried in DTS_next_AU field of transport packet 11 = reserved
	4:3	2	ERROR	Error Type 00, 01 = no error 10 = Transport Propagated Error 11 = Transport Continuity Error
	2:0	3	EVENT	Event Type 000 = Video Start Code 001 = Packet 010 = Substream Section 011 = Table Section 100-110 = reserved 111 = mid-stream error
N+1	31:27	5	BUFFER	The number of the buffer containing the event
	26:22	5	OFFSET	Offset from address of the event, modulo buffer length
	21:0	22	ADDRESS	The byte address of the event in the buffer, minus offset modulo buffer length
N+2	31:0	32	DATA_LO	Event Data Low. IF EVENT is 000 - 10: If DTS is 0 : bits [31:0] = reserved 1 : bits [31:0] = DTS[32:1] 011 : bits [31:0] = table header bytes 1, 2, 3, 4 100 - 111 : reserved
N+3	31:0	32	DATA_HI	Event Data High. IF EVENT is 000 - 01 : bits [30:0] = reserved. If DTS is 0 : bits [31] = reserved 1 : bits [31] = DTS[0]
				010 : bits [23:0] = sub-stream header bytes 2, 3, 4 if Substream ID TYPE = 01 or 10. bits [7:1] = reserved If DTS is 0 : bit [31] = reserved 1 : bit [31] = DTS[0] 011 : bits [31:0] = table header bytes 5, 6, 7, 8 100 - 111 : reserved

FIG. 7



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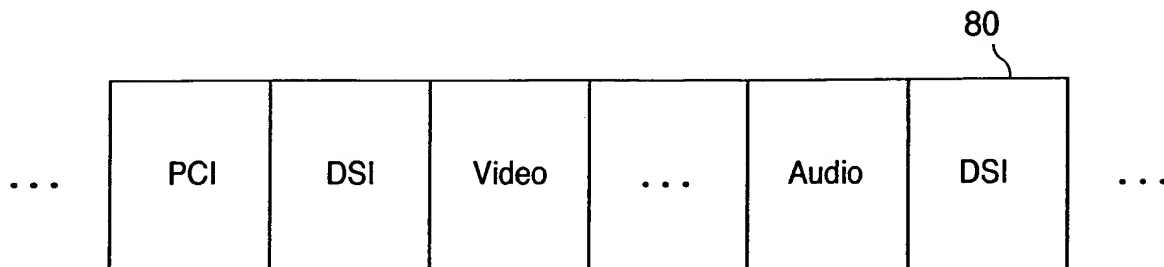


FIG. 8

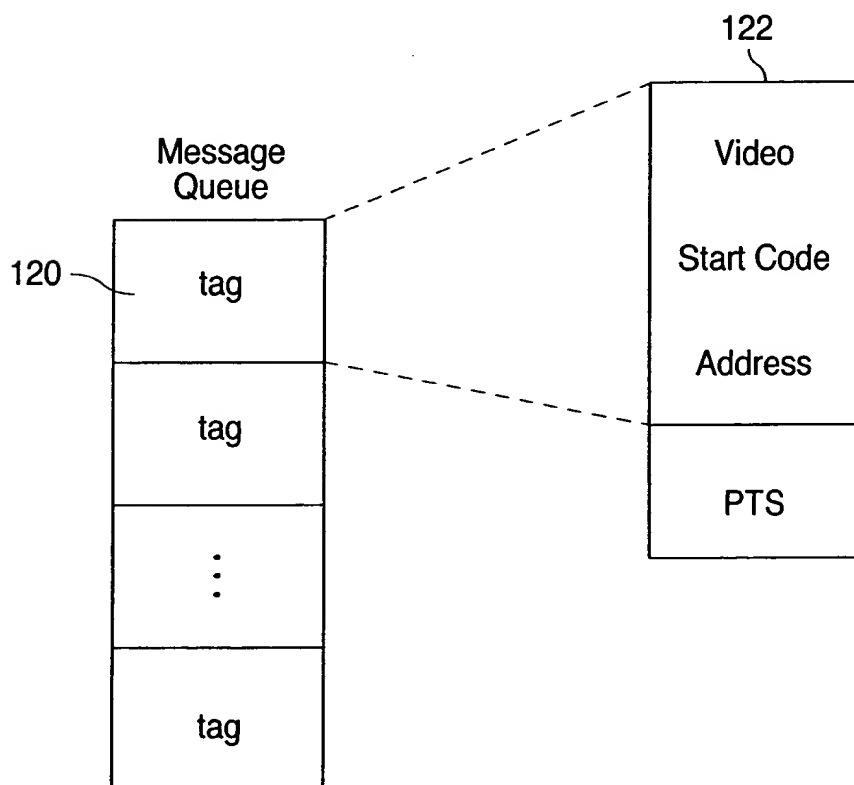


FIG. 9